CLAIMS

1. Multimedia data transmission system, comprising a wide area network, the confidentiality and security of which are not controlled from end to end, to which a shared voice resources and/or video resources host
5 server providing a dynamic service to at least one user, and at least one call control server located at each service supplier, are connected.

2. System according to claim 1 in which the host server, connected to the network through an interface
10 is composed of five subsystems:
- A protocol stack subsystem with an interface that:
  - receives calls from the data network at the exchange;
  - detects incoming calls and captures caller and
15 called party numbers;
  - detects dial tones;
  - generates arbitrary coding-decoding media data streams;
  - receives arbitrary media coding-decoding data
20 streams.
- A command interpreter subsystem capable of:
  - generating messages on detection of new calls to a call control server located at a customer;
  - generating event messages;
25 - making use of commands originating from call control servers placed at customers, such as:

3. System according to claim 2, comprising a high performance transcoding resource subsystem.

4. System according to claim 3, comprising a voice
30 synthesis and/or video resources subsystem.

5. System according to claim 4, comprising an audio or video sequences recording/reproduction module subsystem.

6. System according to claim 1, in which each call control server located at a client is a software that receives events signaled by the host server and sends commands in reaction to these events.

7. System according to claim 6, in which the software is running on a computer provided with two network interfaces, one connected to the WAN to communicate with the host server, the other connected to a company private network in order to dialog with the customer's databases and other industrial processes